

PLAYING THE GAME:

When KATERPILLAR first starts, it will begin with a short introduction. Immediately following this, the playing field will be drawn out and you will then be asked if there are 1 or 2 players; answer by pressing the 1 or 2 key respectively.

After you answer the number of players question, a prompt message will appear in its place. Pressing the joystick's FIRE button, at this point, will throw the game into action.

KATERPILLAR plays through joysticks (either Radio Shack or something comparable) only. The position of the player's Gun Base on the screen corresponds directly with the position of the joystick. Thus, to move, simply place the joystick in the location you wish your Gun Base to occupy. This allows great maneuverability for the player. In order to get the feel for direct control you can move your Gun Base around during the prompt message before your turn. The FIRE but-

ton on the joystick fires the missiles. Rapid fire is achieved by holding the FIRE button in; however, only one missile is allowed on the screen at a time.

Each player starts with 3 Bases and receives a bonus Base for every 10,000 points scored.

When there are two players, each player gets a turn for each round of the game. Before every turn, the prompt message is displayed to signal which player is up. Each player uses a different joystick: Player 1 uses the left, and Player 2 uses the right joystick. If one player runs out of Bases before the other, the game will end for him and the other player can play until he also runs out of Bases.

SCORING:

There are six ways to score points in KATERPILLAR, detailed below.

Completely destroying a mushroom scores 1 point, four hits are required to accomplish this.

At the end of each player's turn, all the partially destroyed, MAGIC, and KILLER mushrooms are restored to regular whole mushrooms. A score directly proportional to the level number is awarded for each restored mushroom. For example, if Player 1 is on level 4, he receives 4 points per restoration.

Hitting a KATERPILLAR segment (head or body) scores 80 points.

Hitting a TARANTULA segment (head or body) scores 300/600/800 for close/medium/far.

Hitting a SCORPION scores 1000 points.

Hitting a BEETLE scores 100 points, however, two hits are required to destroy him.

If the player's Base touches any character other than a mushroom, the Base is destroyed and the round ends for that player.

When a KATERPILLAR reaches the bottom of the screen, it will start to move back up to the top of the player's area. Also, its regeneration process begins. That is, individual head segments will begin to come on to the screen from the sides at an ever increasing rate.

If a KATERPILLAR runs into a regular mushroom it is simply turned around and bumped onto a different level, however, if it should hit a MAGIC mushroom the KATERPILLAR will immediately dive towards the bottom of the screen. Also, if the KATERPILLAR encounters a KILLER mushroom, its body segments become heads which causes the entire KATERPILLAR to break up and cascade down the screen.

When a KATERPILLAR segment is hit (head or body) it turns into a mushroom. If a body segment is hit, the KATERPILLAR splits in two with each half going in opposite directions.

Each time a KATERPILLAR is destroyed (all segments on screen hit) the player is advanced to the next difficulty level and another KATERPILLAR slithers down between the score boxes.

At any time during play, the mushroom eating TARANTULA may come onto the screen along with his buddy, the BEETLE. As the BEETLE falls from the top of the screen, he leaves a trail of mushrooms. If the BEETLE runs over a MAGIC mushroom, the BEETLE speeds up and the mushroom becomes a KILLER.

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